

# **Goddard Slow-Pitch Softball Association Fall Ball RULES AND REGULATIONS**

## **I. MODIFICATIONS TO ASA RULES**

The standard summer GSPSA rules and policies apply except for the following:

- b. **Official Lineup:** A team may start a game with as few as eight (8) players, provided that all available eligible players [up to the maximum limit of eleven (11)] are used in the team's initial line-up. There will NOT be an automatic out charged for missing players from a standard line-up (10 or 11 players), except in the case where the line-up is reduced after the game has started. The mercy rule does not apply until the fifth inning. During the course of a game, a team may increase the official lineup up to 11 players by adding the players to the end of the current lineup. Players 8, 9, and 10 may be added at any time during the game. An 11th player may only be added until the player(s) batting in the leadoff spot receives a pitch for the 2nd at bat in the game. The official lineup may not, for any reason, be reduced during the course of the game. Teams reducing the number of players in their lineup during a game will be charged with an out each time a missing player's batting position comes up.
- h. **Home Run Rule:** The GSPSA Leagues will limit the number of home runs hit over the fence on a league-by-league basis as described below.

**For the Fall League,** homeruns will be limited to 5 per team per game. During the game, if another player hits a ball over the fence after the limit is reached, it will be scored as an OUT. The limit of 5 does not include those home runs that were assisted or touched by a player over the fence. These hits are not considered home runs, but four-base awards and not counted toward the limit, nor scored as an out if the limit has already been reached.

The batter-runner and any base runners need not touch any of the bases following an over the fence home run **or four-base awards.**

- o. **Pitching:** The pitcher may take a position from the front edge of the pitcher's plate to six feet behind the pitcher's plate within the 24 inch width of the pitcher's plate with both feet firmly on the ground.

p. **Technical Out Rule (TO):** In the event of unsportsmanlike conduct by a player, coach, or spectator, the umpire can charge a team with a "Technical Out". If the batting team is charged the "Technical Out", they are immediately assessed an out and play continues. If the fielding team is charged the "Technical Out", then they have one out charged against them when the first batter of their team at-bat takes place, thereby giving them only two outs for that inning. In the event that a fielding team is charged a "Technical Out" and they will not bat again, then the batting team will be awarded an extra (fourth) out for that inning. Two consecutive "Technical Outs" may not be assessed against the same team; at least one pitch must intervene. A "Technical Out" may be assessed instead of ejection of a player, coach, or spectator.

- Two consecutive "Technical Outs" may not be assessed against the same team; at least one pitch must intervene.
- A 'Technical Out' is not to be given simultaneously with an Ejection.
- An Ejection if warranted may be given following a Technical Out with no need for a pitch thrown between but must be the result of a 2nd unsportsmanlike conduct.
- A 'Technical Out' if warranted may be given following a Ejection with no need for a pitch thrown between but must be the result of a 2nd unsportsmanlike conduct.
- Multiple simultaneous or consecutive Ejections may occur if warranted (E.g. fighting).

### **III. PLAYING CONDITIONS**

**Starting Times:** The first game of a double header shall start at 5:15PM if both teams have at least ten (10) players at that time. If either team has fewer than ten (10) players at 5:15PM, the starting time shall be delayed until no later than 5:25. In such a case, the game shall begin as soon as both teams have at least ten (10) players or at 5:25PM, whichever comes first. If either team has fewer than eight (8) players at 5:25PM, the game shall be forfeited to the team having at least eight (8) players. If both teams have fewer than eight (8) players at 5:25PM, BOTH teams shall be assessed a loss by forfeit. A first game which starts after 5:15PM shall be subject to the same finishing times as a game which started on time.

1. If there is no double header scheduled, the single game of the evening shall start at 5:15PM if possible, but it shall be delayed until no later than 5:35PM if either team has a shortage of players. Other than the additional ten (10) minutes of grace period, the starting requirements shall be the same as for the first game of a double header.
  2. The second game of a double header shall start at 6:25PM or as soon as thereafter as the team changing fields arrives at the field.
- b. **Time Limits:** The first game of a double header shall end no later than 6:25PM. No inning shall start after 6:20PM, and any inning starting after 6:15PM shall be played under standard one-pitch rules.

If the game ends at 6:25PM, before the completion of an inning, the inning will be made up at a later date if the outcome will change the playoff schedule.

The second game of double headers will go to a one-pitch when decided upon by both coaches. Any inning started after 7:20PM will go to one pitch (no waste foul).

### **XV. MEMBERSHIP POLICIES**

All members that were eligible in the Summer Leagues are eligible to play in the Fall League. There are no Roster limitations for the number of Guest players. New players to GSPSA must be eligible according to the existing Membership Policies.